

REMARKS

Claims 1-29 are pending in this application. The Applicant has amended claims 1, 4, 6, 9, 12-14, 17-20, 22-24, and 27-29. Each of the foregoing amendments were made merely for the purpose of clarifying the scope of the claimed invention. Applicant submits that the application is in condition for allowance. Reconsideration and allowance in view of the following is respectfully requested.

A. Rejection under 35 U.S.C. 112

The Examiner has rejected claims 4, 9, 12-14, 17-20, 22-24 and 27-29 under 35 U.S.C. 112, second paragraph, as being indefinite. The Applicant has amended claims 4, 9, 12-14, 17-20, 22-24 and 27-29 to correct each of the indefiniteness. Support for this recitation is seen, for example, at page 3 line 11 to 16 of the Brief Summary of the Invention. Accordingly, the rejection under 35 U.S.C. 112, second paragraph, is believed to be overcome and withdrawal of the rejection is requested.

B. Rejection under 35 U.S.C. 102

Independent claim 1 and dependent claims 2, and 5 have been rejected under 35 U.S.C. 102 as being anticipated by Sporgis et al. (U.S Pat. No. 6,320,495). This rejection is respectfully traversed.

Amended claim 1 now each recites, (i) storing means for storing said information in a storage section on said station's side; (ii) communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line; (iii) analysis means for analyzing said information so sent on said station's side; and (iv) sending means for sending the players' side the results of the analysis from the station's side, wherein said information include a specific key word specified by said players' side. For example, a key word is

provided as a key to find item ID cards to support side. The supporter side analyzes the keyword information in a manner to generate information that is used to obtain coordinates for a destination that must be visited to further proceed with the game. Support for this recitation is seen, for example, at page 6 line 22 to page 8 line 17 of the Detailed Description.

These claimed features of Applicant's invention are not shown or even suggested by Sporgis et al. Specifically, Sporgis et al. merely discloses a game system that interchange information such as a location of player by GPS between players' side and a game master.

Thus, Sporgis et al. fails to disclose or suggest all of the claimed elements recited in claim 1, 2 and 5.

C. Rejection under 35 U.S.C. 103

Independent claim 6 and dependent claims 7 and 10 have been rejected under 35 U.S.C. 103 as being obvious in view of Sporgis and Miyamoto et al. This rejection is respectfully traversed.

The present Application discloses and claims in amended claim 6 storing means for storing said information in a storage section on said station's side, wherein said information include a specific key word from said players' side. For example, a key word is provided as a key to find item ID cards to support side. The supporter side analyzes the key information in a manner to generate information that is used to obtain coordinates for a destination that must be visited to further proceed with the game.

These claimed features of Applicant's invention are not shown or even suggested by Sporgis et al.

Furthermore, the deficiencies identified in Sporgis et al. above, are not remedied by Miyamoto et al. Miyamoto et al. merely discloses a gaming system that

permits playing a game in three dimensions where players can manipulate various camera angles when playing the game.

Thus, the combination of Sporgis et al. and Miyamoto et al. fails to disclose or suggest, alone or in combination all of the claimed elements recited in claim 6, 7 and 10.

Dependent claims 3, 8, 11, 15, 16, 21, 25 and 26 have been rejected under 35 U.S.C. 103 as being obvious in view of Sporgis and Nishino et al. These rejections are respectfully traversed.

Dependent claims 3, 11, 15 and 16 depend on claim 1, on the other hand dependent claims 8, 21, 25 and 26 depend on claim 6.

These claimed features of Applicant's invention are not shown or even suggested by Sporgis et al. as discussed above.

Furthermore, the deficiencies identified in Sporgis et al. above, are not remedied by Nishino et al. Nishino et al. merely discloses a gaming system where responses must be provided within a set period of time when playing a game.

Thus, the combination of Sporgis et al. and Nishino et al. fails to disclose or suggest, alone or in combination all of the claimed elements recited in claims 3, 8, 11, 15, 16, 21, 25 and 26.

Dependent claims 4, 9, 12-14, 17-20 22-24 and 27-29 have been rejected under 35 U.S.C. 103 as being obvious in view of Sporgis, Miyamoto, Nishino, and Albukerk et al. This rejection is respectfully traversed.

Dependent claims 4, 12-14 and 17-20 depend on claim 1, on the other hand dependent claims 9, 22-24, and 27-29 depend on claim 6.

These claimed features of Applicant's invention are not shown or even suggested by Sporgis, Miyamoto and Nishino et al. as discussed above.

Furthermore, the deficiencies identified in Sporgis, Miyamoto, Nishino et al. above, are not remedied by Albukerk et al. Albukerk et al. merely discloses a system

that provides interpretive information about object or exhibits taking into account for variances in season, weather, tour group versus individual behaviors to visitors.

Thus, the combination of Sporgis, Miyamoto, Nishino and Albukerk et al. fails to disclose or suggest, alone or in combination all of the claimed elements recited in claim 4, 9, 12-14, 17-20, 22-24 and 27-29.

D. Conclusion

For the foregoing reasons, reconsideration and allowance of the pending claims is requested. If the Examiner has any questions about this Amendment and to facilitate prosecution, the Examiner is encouraged to call the undersigned attorney. The Commissioner is hereby authorized to charge any insufficient fees or credit any overpayment associated with this application to Deposit Account No. 19-5127 referencing 18920.0018.

Respectfully submitted,
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5. (Previously Amended) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.
6. (Currently Amended) A game system comprising;~~wherein said~~ a players' side ~~sends~~ sending information that is to be needed for the process of game to said a station's side through the communication line, wherein said information include a specific keyword from said players' side, and said information are stored in a storage section on said station's side, and wherein said information so sent is analyzed by said station's side so as to send the results of the analysis indicating a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.
7. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.
8. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.
9. (Currently Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as including time, weather and order that said parameter was sent, so that the game can be developed through information interchange.
10. (Previously Amended) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or players, so that the game can be developed through information interchange.

11. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; and

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

12. (Currently Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

13. (Currently Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and
wherein said different parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

14. (Currently Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

15. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and wherein said players' side consists of a plurality of teams or players.

16. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

17. (Currently Amended) A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent; and

wherein said players' side consists of a plurality of teams or players.

18. (Currently Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that a parameter was sent; and wherein said players' side consists of a plurality of teams or players.

19. (Currently Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, said parameter so sent that is to be needed for the process of game changes in accordance

with such elements including as time, weather and order that said parameter was sent;
and

wherein said players' side consists of a plurality of teams or players.

20. (Currently Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent; and said players' side consists of a plurality of teams or players.

21. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. (Currently Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including

as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

23. (Currently Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

24. (Currently Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

25. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to

the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. (Currently Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. (Currently Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

29. (Currently Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.